

User's Guide

BLASTER™ MP400

MPEG Playback

CREATIVE
CREATIVE LABS

Video Blaster MP400 User's Guide

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Introduction

Thank you for purchasing Video Blaster MP400, the total video playback solution for displaying full-motion digital video on your PC. Video Blaster MP400 allows you to play MPEG video files, Video CDs, Karaoke CDs, and CDI video format CDs. As more and more titles come in the above formats, you will find your Video Blaster MP400 indispensable.

Using this Guide



The term 'video card' is used to refer to your Video Blaster MP400 hardware card and 'package' is used to refer to your Video Blaster MP400 package.

This guide helps you install your video card and its accompanying software in the quickest way possible. It is arranged as follows:

Chapter 1, "Knowing Your Video Card"

Read this chapter to familiarize yourself with your video card. You can obtain information on jacks, connectors, cables, and hardware settings on the card that will help you use the card effectively.

Chapter 2, "Setting Up Your Video Card"

You must read this chapter because it gives you important instructions to set up video card. Both hardware and software installations are detailed. You will also learn how to test your installation using the test program provided.

Chapter 3, "Using Windows MP400 Player"

After you have installed the hardware and software correctly, read this chapter to find out how to use the Windows MP400 Player application. This chapter gives you all the information you need to fully utilize the MP400 Player in the Windows environment.

Chapter 4, "Using DOS MP400 Player"

If you are playing your CD in DOS, read this chapter to get full information on how to use the DOS MP400 Player.

Appendix A, "General Specifications"

Look at this Appendix to get the operating specifications of your video card.

Appendix B, "Changing Hardware Settings"

Go through this appendix if you want to change any of the hardware jumper settings on your video card. Information on jumper configurations for all hardware settings is provided here.

Appendix C, "Troubleshooting"

If you encounter a problem while installing or using the hardware or software, look through this appendix for a solution. If your problem is not documented, contact our nearest office for help. See Appendix D for our addresses and telephone numbers.

Appendix D, "Technical Support"

In this appendix, you can find addresses and telephone numbers of our nearest office which you can contact for help.

Document Conventions

The documentation style in this guide follows certain conventions that are adopted to assist you in locating and identifying information. These conventions are adopted to provide consistent text formats and cues, and are designed to ensure that information is easily identifiable.

<i>italics</i>	Variable quantities that are not fixed and which you can change.
<Key Name>	Names of keys on your keyboard.
ALL CAPS	Directory names, filenames, and acronyms.
BOLD CAPS	Command names, switches, and text that must be typed exactly as they appear.

Symbols

Several symbols are used in this manual that identify certain characteristics of the text. They are:



Denotes an area of text where information or instructions must not be taken lightly but should be noted or followed.

Before You Begin

Before you start setting up and using your package, you should read the following sections carefully:

- Checking System Requirements
- Checking the Latest Information
- Making a Backup

Checking System Requirements

You need to verify that your system meets the following requirements:

- 486 SX 25 MHz or faster (recommended)
- 4 MB RAM (minimum)
- VGA monitor
- VGA card with VGA Feature connector
- unused 16-bit ISA expansion slot
- DOS version 3.3 or later
- Windows version 3.1 or later
- optional sound card for simultaneous audio playback

Checking the Latest Information

The README.TXT in the installation disk contains the latest information and changes not available at the time of printing. Please read the file before you continue.

To view README.TXT:

1. Insert the installation disk into a disk drive.
2. Change to the drive containing the disk.
3. Type **README** and press <Enter>.

The MP400CQA.TXT file in the installation disk contains the most up-to-date information in the form of questions and answers. The information covers technical and other issues related to your video card.

To view MP400CQA.TXT:

1. Ensure that your video card's installation disk is in a disk drive.
2. Change to the drive containing the disk.
3. Type **MP400CQA** and press <Enter>.

Making a Backup

If you have not made a back up of the original disk that came with your package, you should do so before installing the software. Keep your original disk in a safe place.

Knowing Your Video Card

This chapter helps you locate and identify the following components of your video card:

- Jacks and Connectors
- Cables
- Jumpers

Jacks and Connectors

Jacks and connectors are interfaces on your video card that allow you to attach other devices to it. Jacks, found exclusively on your video card's rear panel, are one-hole interfaces for inserting plugs. Connectors are interfaces consisting of many pairs of pins and are found both on the card and rear panel of your video card.

The jacks and connectors on your video card are shown in Figure 1-1.

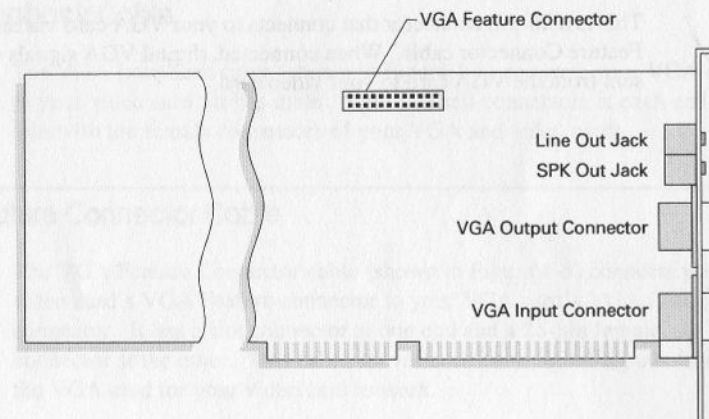


Figure 1-1: The connectors on your video card.

Line-Out Jack

The Line Out jack allows you to bypass your video card's internal audio amplifier to connect powered speakers or an external amplifier for audio output.

Spk Out Jack

The Spk Out (Speaker Out) jack allows you to connect speakers for audio output from your video card's internal audio amplifier.

VGA Input Connector

This is a 15-pin D-Shell connector that connects to your VGA card via the VGA Loopback cable. When connected, analog VGA signals can be sent from the VGA card to your video card.

VGA Output Connector

This is a 15-pin D-Shell connector that connects to the VGA monitor or TVCoder card via the VGA monitor cable or TVCoder cable respectively. When connected, analog signals can be sent from your video card to the VGA monitor or TVCoder card.

VGA Feature Connector

This is a 26-pin connector that connects to your VGA card via the VGA Feature Connector cable. When connected, digital VGA signals can be sent from the VGA card to your video card.

Cables

Cables are wires with connectors at both ends. They connect your video card to other devices. Cables help transport signals between your video card and other devices. They make essential connections for your video card to work properly.

The cables supplied with your video card are shown in Figures 1-2 and 1-3.

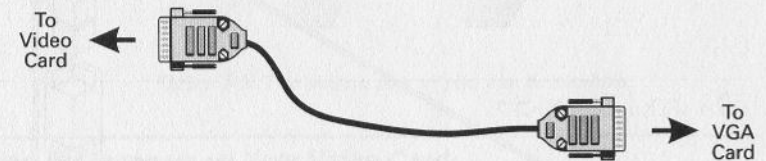


Figure 1-2: VGA Loopback cable.

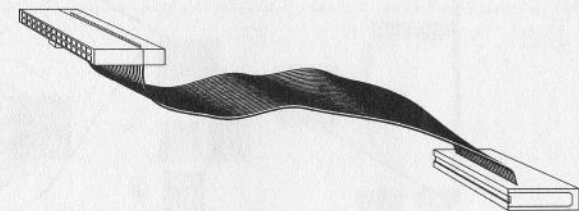


Figure 1-3: VGA Feature Connector cable.

VGA Loopback Cable

The VGA Loopback cable (shown in Figure 1-2) connects your VGA card to your video card. It has male 15-pin D-Shell connectors at each end that join with the female connectors of your VGA and video cards.

VGA Feature Connector Cable

The VGA Feature Connector cable (shown in Figure 1-3) connects your video card's VGA Feature connector to your VGA card's VGA Feature connector. It has a slot connector at one end and a 26-pin female connector at the other. This cable carries necessary digital signals from the VGA card for your video card to work.

Base I/O Address Jumper Setting

I/O addresses (or I/O address range) are used by your computer's microprocessor to distinguish among various peripheral devices connected to your system when sending or receiving data. Your video card is such a peripheral device and occupies a changeable I/O address range. This range is represented by the base I/O or first address of that range. For your video card, the factory default base I/O address is 2C0H (2C0H means hexadecimal number 2C0) and is set by the configuration of jumper JP1 in the manner shown in Figure 1-8.

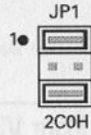


Figure 1-8: Base I/O address factory default setting 2C0H.

Other base I/O addresses set by JP1 are 240H, 280H, 300H, 340H, and 380H. Their corresponding I/O address ranges and the factory default's are:

Base I/O Address	I/O Address Range
240H	240H to 24FH
280H	280H to 28FH
2C0H (Factory Default)	2C0H to 2CFH
300H	300H to 30FH
340H	340H to 34FH
380H	380H to 38FH

Interrupt Jumper Setting

The interrupt is the signal line your video card uses to notify your computer's central processor that it wants to send or receive data for processing. Five interrupts are available: 5, 10, 11, 12, and 15 (factory default). The interrupt setting is set by JP5 on your video card. The default setting interrupt 15 is shown in Figure 1-9.

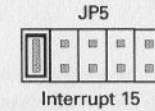


Figure 1-9: Interrupt factory default setting 15.

DMA Channel Jumper Setting

The DMA (direct memory access) channel is the signal line your video card uses for data transfer directly to your system's memory. It is set by the configuration of jumpers JP3 and JP4. These jumpers allow you to select one of three available 16-bit DMA channels: 5, 6, or 7. Factory default is 7 and is shown in Figure 1-10.

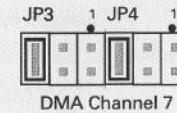


Figure 1-10: DMA channel factory default setting 7.

Setting Up Your Video Card

Setting up the video card in your computer is simple and straightforward if you follow the instructions carefully. This chapter helps you install the card into your computer and shows you how to make the necessary connections to video sources. It also provides information on how to install your card's software and test the workability of your card.

This chapter is divided into the following sections:

- Checking Jumper Settings
- Installing Your Video Card
- Connecting to VGA Card
- Connecting to VGA Monitor or Creative TVCoder Card
- Connecting for Audio Playback
- Installing Your Video Card's Software
- Testing the Installation

Checking Jumper Settings

Before you install the video card, you need to verify that the jumpers are configured correctly. Note that your video card has factory default base I/O address of 2C0H, IRQ15 (hardware interrupt), and DMA channel 7. Ensure the jumpers on your card are configured to these settings using Figures 1-6, 1-7, and 1-8.

If your card's base I/O address (or any address in its range), IRQ, or DMA channel is used by another peripheral card, you need to change that setting of your video card. To do so, refer to Appendix B, "Changing Hardware Settings".

Installing Your Video Card

Installing the video card in your system is straightforward and simple. Follow the instructions below for error-free installation.

To install your video card:

1. Switch off your system and all peripheral devices. Unplug the power cord from the wall outlet.



Figure 2-1: Remove power cord from wall outlet.

2. Touch a metal plate on your system to ground yourself and discharge any static electricity.

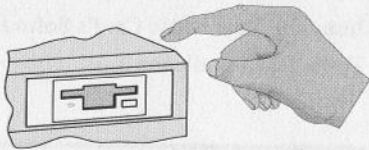


Figure 2-2: Discharge static electricity.

3. Remove the cover from your system.

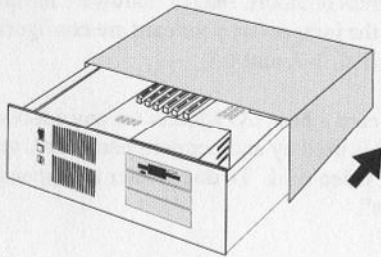


Figure 2-3: Remove system cover.

4. Locate a free 16-bit expansion slot.

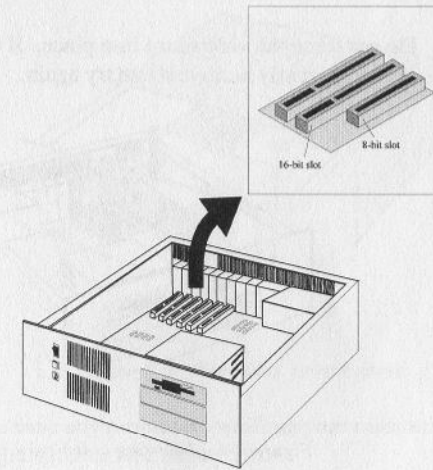


Figure 2-4: Locate free 16-bit slot.

5. Remove the metal backing plate from the expansion slot you have chosen. Put the screw aside. This screw will be used later to secure the mounting bracket of the card. Also, keep the metal plate in case the video card is removed from the expansion slot and you need to cover the slot.

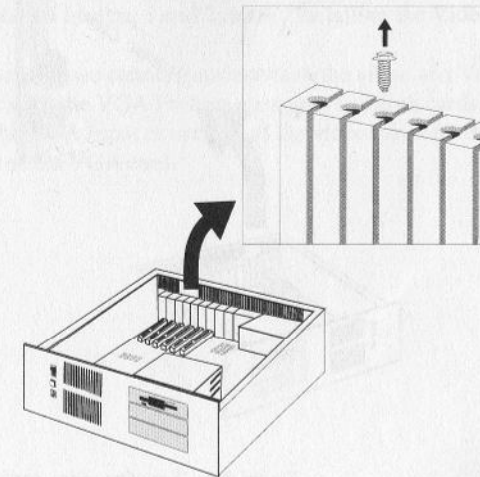


Figure 2-5: Remove metal backing from slot.

- Align your video card's gold-stripped expansion bus connector with the free expansion slot and gently lower the card into the slot.



Do not force the video card into place. If the card does not fit properly, gently remove it and try again.

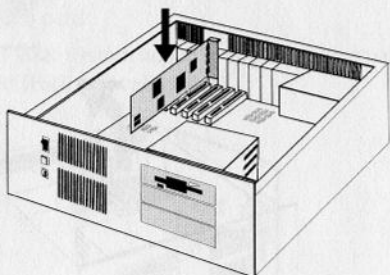


Figure 2-6: Inserting video card into slot.

- Secure the card to the expansion slot with the screw you removed from the metal plate.

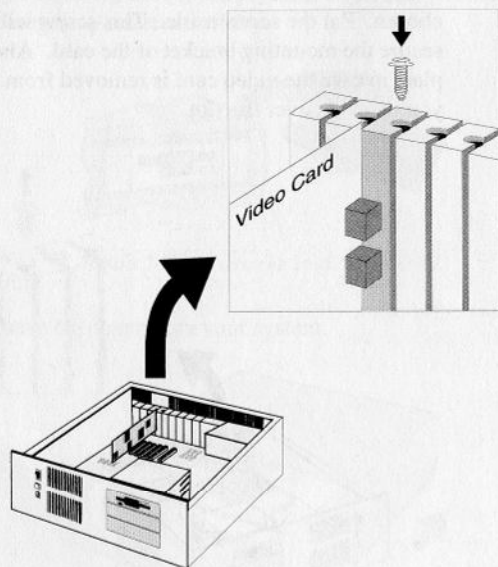


Figure 2-7: Securing video card.

- Replace the cover of your system.

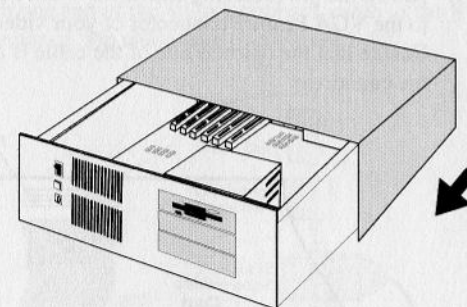


Figure 2-8: Replacing system cover.



If you have any problems installing your card, seek the assistance of a qualified service technician.

Connecting to VGA Card

Once you have installed the video card, you can proceed to connect it to the VGA card.



Before doing so, make sure that you adhere to the precautions detailed in steps 1 and 2 in the "Installing the Video Card" section.

You must make two connections between the video and VGA cards. The first is between the VGA Feature connectors of both cards. The second is between the VGA Input connector of the video card and the VGA Output connector of the VGA card.

To connect the VGA Feature connectors of the video and VGA cards:

1. Attach the pin receiving end of the VGA Feature Connector cable to the VGA Feature connector of your video card (see Figure 2-9). Ensure that the colored line of the cable is aligned with pin 1 of the connector.

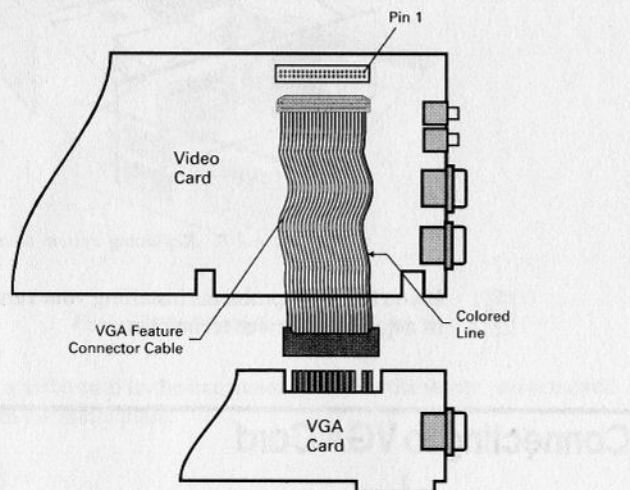


Figure 2-9: Connecting the VGA Feature connectors of the VGA and video cards.

2. Attach the slot connector of the VGA Feature Connector cable to the VGA Feature connector of the VGA card (see Figure 2-9).

To connect the VGA Input connector of the video card to the VGA Output connector of the VGA card:

1. Attach one end of the VGA Loopback cable to the VGA Input connector of the video card (see Figure 2-10).

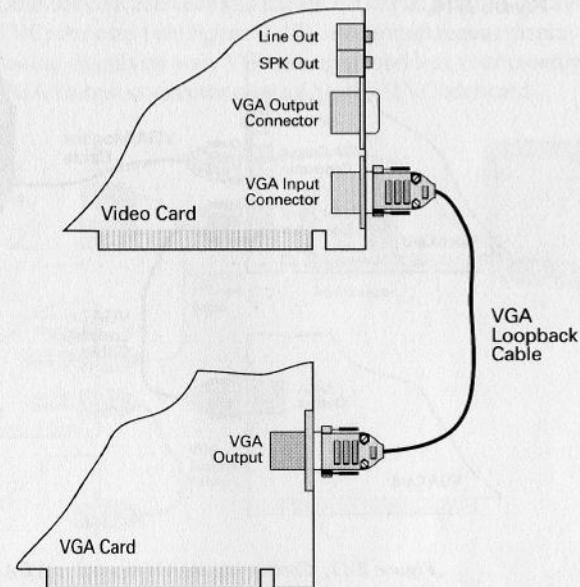


Figure 2-10: Connecting the video card to VGA card using the VGA Loopback cable.

2. Attach the other end of the VGA Loopback cable to the VGA Output connector of the VGA card (see Figure 2-10).

Connecting to VGA Monitor or Creative TVCoder Card

To view video through your VGA monitor, connect the VGA Monitor cable to the VGA Output connector of your video card as shown in Figure 2-11.

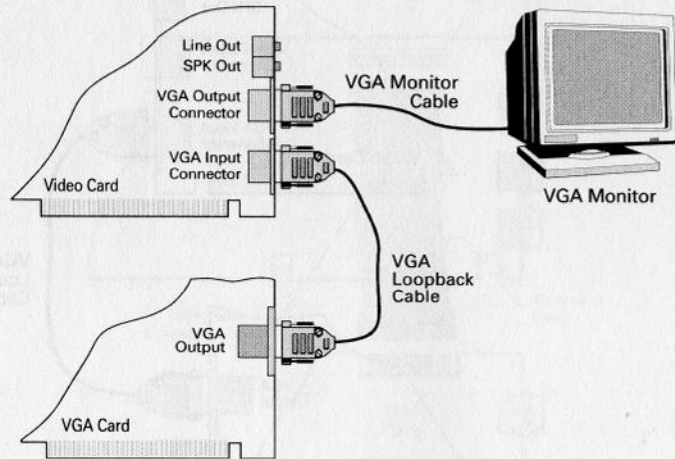


Figure 2-11: Connecting the video card to VGA monitor.

If you have a Creative TVCoder card installed in your computer, you can view the images from your video and VGA cards through your television.

To connect Creative TVCoder card to your video card:

1. Connect one end of Creative TVCoder cable to VGA Output connector of video card (see Figure 2-12). Connect the other end to VGA Input connector of Creative TVCoder card.
2. Connect your television to the RCA Output jack of Creative TVCoder card (see Figure 2-12). For simultaneous display of analog signals on your VGA monitor, connect your monitor to the VGA Output connector on the Creative TVCoder card.

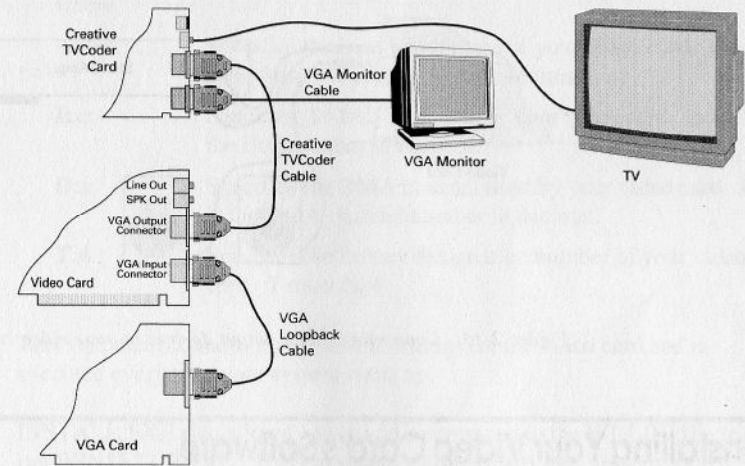


Figure 2-12: Connecting your video card to Creative TVCoder card.

Connecting for Audio Playback

Your video card has audio output jacks to provide simultaneous audio playback. You can connect an audio card, speakers, earphones, and any other audio output device to the video card (see Figure 2-13). Connect your audio output device to the Spk Out jack if you want to use the video card's internal audio amplifier. Connect your audio output device to the Line Out jack if your device has its own audio amplifier.

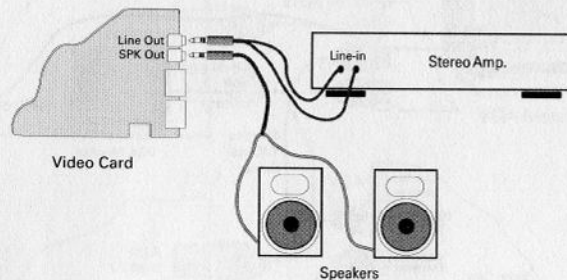


Figure 2-13: Connecting audio output devices to your video card.

Installing Your Video Card's Software

The video card's software contains several programs that allow you to display video and control the hardware components of your video card. This chapter explains how to install these programs in your system using the program INSTALL.EXE.

It is organized as follows:

- Running INSTALL.EXE
- Changing Environment Settings

Running INSTALL.EXE

INSTALL.EXE creates a directory named VBMP400 to store the software provided with your video card. It copies the software from the installation disk to this directory. In addition, it adds the following statement to the AUTOEXEC.BAT file:

```
SET VIDEOBLST_MP400=C:\VBMP400 A:2C0 I:15 D:7 T:4
```

where

- A:xxx** Specifies the base I/O address of your video card. xxx is the base I/O address in hexadecimal.
- I:xx** Specifies the IRQ line used by your video card. xx is the IRQ number in decimal.
- D:x** Specifies the DMA channel used by your video card. x is the DMA channel number in decimal.
- T:4** Specifies the factory designation number of your video card. T must be 4.

This statement contains environment settings for the video card and is executed every time your system starts up.

INSTALL.EXE also allows you to add a command to the WIN.INI file to run WINSETUP.EXE. This command automatically sets up your video card's Windows application when you run Windows the next time and is deleted once the application is set up.

If you choose not to add the command to the WIN.INI file during installation, you can set up the Windows application yourself by running WINSETUP.EXE when you are in Windows (use the Run command from the File menu in Program Manager).

To run INSTALL.EXE:

1. Insert your video card's installation disk into a disk drive.
2. At the DOS prompt, change to the drive containing the disk.
3. Type **INSTALL** and press <Enter>.
4. Follow the instructions on the screen to complete the installation.

Once WINSETUP.EXE has run, the Video Blaster MP400 group window shown in Figure 2-14 is created.

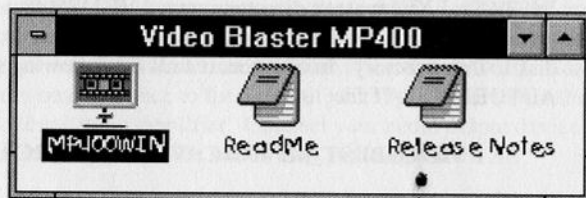


Figure 2-14: The Video Blaster MP400 Group Window.

Changing Environment Settings

Your computer system needs to be able to recognize the presence of the video card. Simply installing the card in an expansion slot does not allow your system to access the video card. Environment settings need to be installed in system memory every time the system boots up so that the system knows the card is installed and where and how to access it. These settings are written in the boot up file AUTOEXEC.BAT.

The environment settings written include the base I/O address, IRQ (hardware interrupt), and DMA channel used by your video card. The default base I/O address is 2C0H and the default IRQ is 15. Your video card's default DMA channel is 7.

If your video card's base I/O address conflicts with that of another peripheral card's, you need to change your video card's base I/O address environment setting. Similarly, if the IRQ or DMA channel used by your video card is already used by another card, you need to change that environment setting for your video card.

To change the base I/O address and IRQ environment settings, run the program MP400SET.EXE in your video card's directory. Run this program also to change the path of your video card's software and its DMA channel.

To run MP400SET.EXE:

1. Change to the directory containing the video card's software.
2. Type **MP400SET** and press <Enter>. A box appears giving information on the program.
3. Press <Enter> to start the program. A box appears prompting you for the path where your video card's software is stored.
4. If your video card's directory is VBMP400 press <Enter>. If it is in another directory, delete VBMP400 and enter that directory.
5. Press <Enter>. A screen appears listing the base I/O addresses available.
6. Select the desired base I/O address and press <Enter>. Ensure that you select a base I/O address that does not conflict with that of another peripheral card's.
7. Press <Enter>. A screen appears listing the IRQs available.
8. Select the desired IRQ line or press <Enter> to choose AUTOSCAN if you cannot remember the jumper setting on your video card.
9. Press <Enter>. A screen appears listing the available DMA channels.
10. Select the desired DMA channel and press <Enter>.

A box appears verifying all your selections.

MP400SET.EXE will then update the video card's environment settings statement in your AUTOEXEC.BAT with the new path, base I/O address, IRQ, and DMA channel. Reboot your system for the changes to be effective.



If you changed the base I/O address, IRQ, or DMA channel, ensure that the corresponding hardware jumper setting is changed also. Refer to Appendix B to do so.

Testing the Installation

Once you have installed the video card and its software, you need to test the installation to verify that it is working correctly. A DOS utility, MP400TST.EXE, is included with your video card software to perform installation tests. This chapter provides you with instructions to use MP400TST.EXE.

The chapter is divided into the following sections:

- Starting MP400TST.EXE
- The Video Blaster MP400 Test Menu

Starting MP400TST.EXE

To start MP400TST.EXE:

1. Change to the directory containing the video card's software.
2. Type **MP400TST** and press <Enter>.

If the card is installed properly and initialized correctly, the Video Blaster MP400 Test Program window similar to Figure 2-15 appears with a test menu.

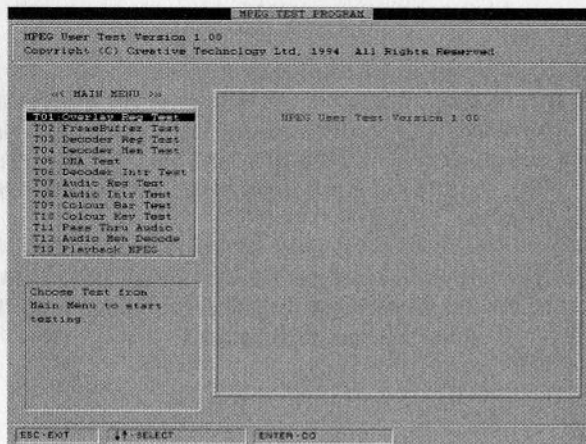


Figure 2-15: The Video Blaster MP400 Test Program window.

You will get an error message if the card is not installed and initialized correctly. The error message will prompt you to check whether the video card's jumper settings have been set correctly.

The following section tells you how to get around in the test program window.

The Video Blaster MP400 Test Menu

The Video Blaster MP400 Test Menu lists thirteen tests you can perform on the video card. These tests require you to run them by choosing them manually. To do that, refer to the use of the mouse or keyboard as mentioned below. Refer below also to find out how you can use the mouse or keyboard to stop a test and exit MP400TST.EXE.

- Point and click on the desired test to start it.
- Click the right mouse button to stop a test.
- Click on the right mouse button to exit MP400TST.EXE while you are in the main menu screen.
- Use the up or down arrow to highlight the desired test.
- Press <Enter> to start the highlighted test.
- Press <Esc> to stop a test.
- Press <Esc> to exit MP400TST.EXE when you are in the main menu screen.

The tests in the menu perform workability checks of your video card's hardware components. A description of each test is provided at the bottom left of the test program window when you start each test. Follow any instructions that appear on screen to complete each test.

Using Windows MP400 Player

You can use Windows MP400 Player to play MPEG movie files (.MPG) and titles in VIDEO CD, KARAOKE CD, and CD-I formats. The MP400 Player plays tracks from a playlist that is created by you. The playlist is a collection of files (called tracks) that are grouped in some playing order. You can compile many playlists and give names to each one of them.

This chapter is organized as follows:

- Starting MP400 Player
- Knowing MP400 Player
- Compiling a Playlist
- Playing Tracks
- Aligning Displayed Image
- Adjusting Picture Quality
- Using the Hot Keys

Starting MP400 Player

To start MP400 Player:

1. Double-click the MP400WIN icon in the Video Blaster MP400 group window.
The MP400 Player similar to Figure 3-1 appears.

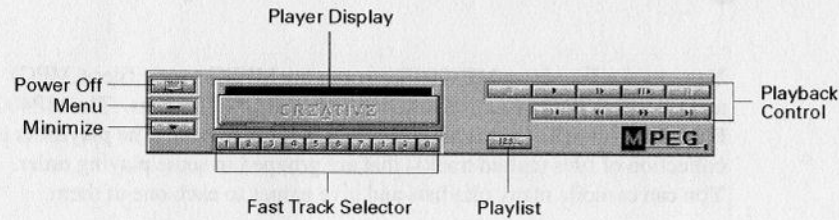


Figure 3-1: The MP400 Player.

Knowing MP400 Player

The MP400 Player consists of the following features:

- Playlist Button
- Player Display
- Menu Button
- Minimize Button
- Playback Control Buttons
- Fast Track Selector Buttons
- Power Off Button
- MP400WIN Window

Playlist Button

The Playlist button allows you to compile a selection of tracks that you want to play. When you choose this button, the MPEG Playlist dialog box similar to Figure 3-2 appears.

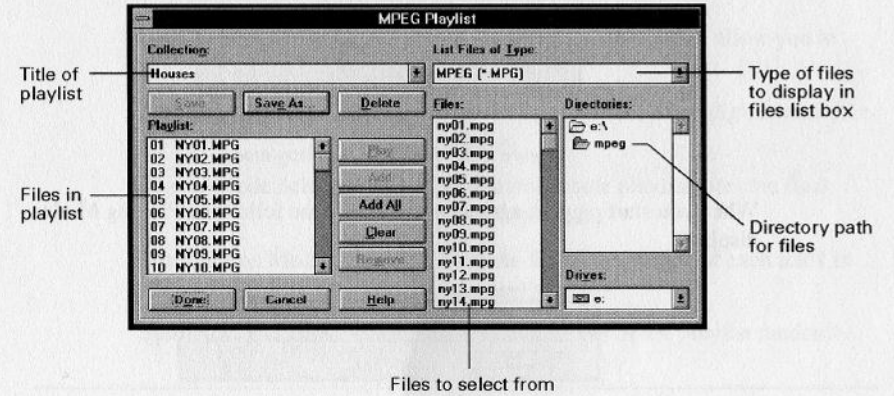


Figure 3-2: The MPEG Playlist dialog box.

Player Display

The Player Display is a “touch sensitive” display that you can click on to switch among the following:

- Playing Mode display
- Track Number and Duration display
- Playlist and Track Titles display
- Picture Adjustment display

Playing Mode Display

The Playing Mode display indicates whether a track is currently playing.

When you start the MP400 Player, you will see the following Playing Mode display:



Figure 3-3: The open disc tray mode.

When you start playing a track, you will see the following Playing Mode display:



Figure 3-4: The closed and playing mode.

Track Number and Duration Display

The Track Number and Duration display in Figure 3-5 shows the current track number and the amount of time that has passed in the playing track.

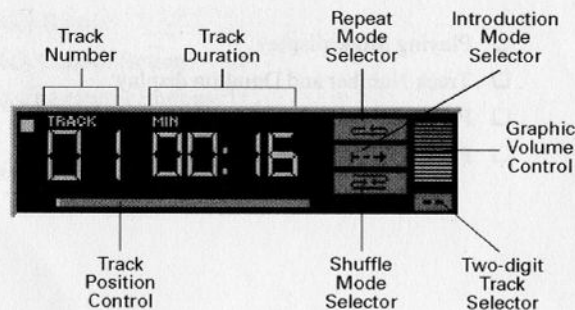


Figure 3-5: The Track Number and Duration display.

It also contains several controls that adjust the settings of the player. These controls are:

- Track Position Control Indicate the percentage of the current track that has been played. Also allows you to move back and forth within the playing track.
- Graphic Volume Control Show the volume level and allow you to change it.
- Two-digit Track Selector Allows you to select a two digit track in the playlist.
- Repeat Mode Selector Repeat the whole playlist after the final track is played.
- Introduction Mode Selector Play the first few seconds of each track in the playlist.
- Shuffle Mode Selector Change the order of the playlist randomly.

Playlist and Track Titles Display

The Playlist and Track Titles display in Figure 3-6 shows the active playlist and current track title.

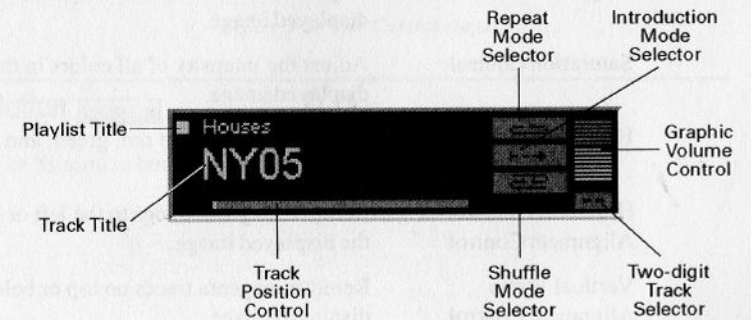


Figure 3-6: The Playlist and Track Titles display.

It also contains several controls similar to those in the Track Number and Duration display that adjust the settings of the player. These controls are: Track Position control, Graphic Volume control, Two-digit Track Selector, Repeat Mode Selector, Introduction Mode Selector, and Shuffle Mode Selector.

Picture Adjustment Display

The Picture Adjustment display shown in Figure 3-7 contains controls to adjust the display characteristics of the Creative MPEG Player window.

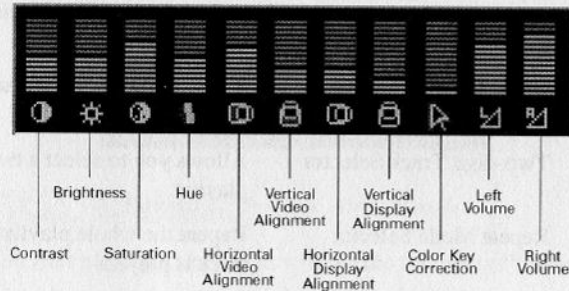


Figure 3-7: The Picture Adjustment display.

These controls are:

Contrast Control	Adjust the amount of difference between the brightest white and the darkest black in the displayed image.
Brightness Control	Adjust the amount of white light in the displayed image.
Saturation Control	Adjust the intensity of all colors in the displayed image.
Hue Control	Adjust the balance of red, green, and blue in the displayed image.
Horizontal Video Alignment Control	Remove magenta traces to the left or right of the displayed image.
Vertical Video Alignment Control	Remove magenta traces on top or below the displayed image.
Horizontal Display Alignment Control	Move the displayed image horizontally to align it with the MP400WIN window.
Vertical Display Alignment Control	Move the displayed image vertically to align it with the MP400WIN window.
ColorKey Correction Control	Adjust the residual magenta traces that cannot be removed using the Horizontal or Vertical Video Alignment controls.

Left Volume Control	Adjust the left volume channel of the MP400 Player.
Right Volume Control	Adjust the right volume channel of the MP400 Player.

Menu Button

The Menu button displays the Control menu that has the commands shown in Figure 3-8.

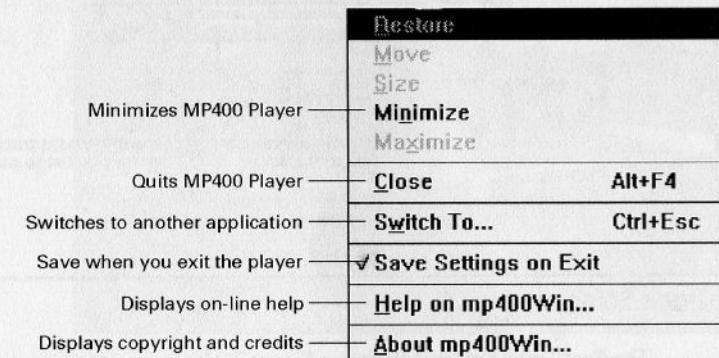


Figure 3-8: The Control menu.

Minimize Button

The Minimize button minimizes the MP400 Player to an icon.

Playback Control Buttons

The Playback Control buttons allow you to perform playback operations on the MP400 Player. The function of each button is described in Figure 3-9 below.

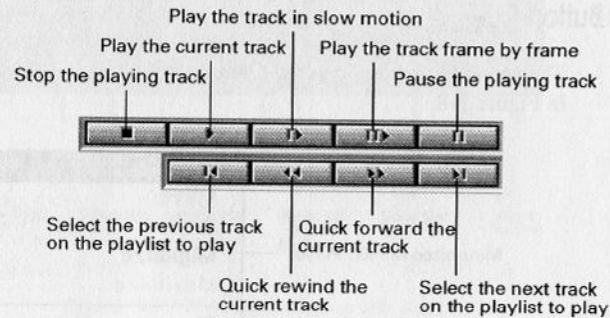


Figure 3-9: The Playback Control buttons.

Fast Track Selector

The Fast Track Selector shown in Figure 3-10 allows you to immediately play the track you select. For example, if you want to select track four, choose button 4 and track 4 will play immediately.



Figure 3-10: The Fast Track Selector buttons.

If you want to play a double digit track, you can enable the Two-digit Track Selector and then choose your desired two digit track number. For example, to play track 10, choose 1 and 0 consecutively. Specifically for track 10, you can just choose 0.

Power Off Button

The Power Off button allows you to quit the MP400 Player.

MP400WIN Window

The MP400WIN window shown in Figure 3-11 appears whenever you preview or play any tracks. Images from the playing track are displayed in it.

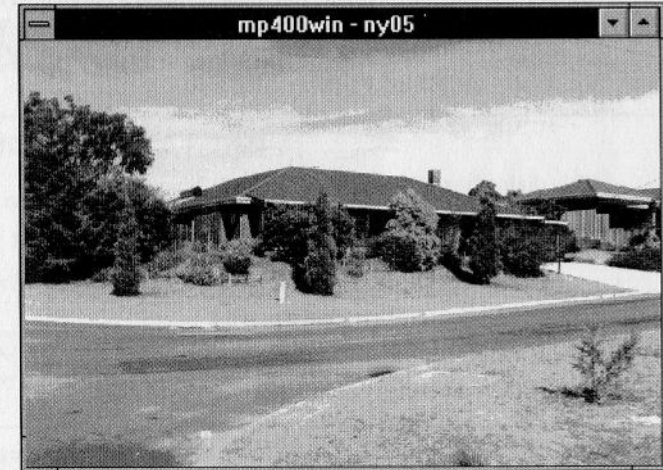


Figure 3-11: The MP400WIN window.

The MP400WIN window contains features similar to any window. Hence, you can resize it by dragging any of its corners with your mouse and maximize and minimize it using the buttons on its top right corner or its control menu. Closing the window using the control menu will stop the playing track.

Compiling a Playlist



If you want to use your keyboard to control the MP400 Player, refer to the "Using Hotkeys" section in this chapter.

Before you can play a track, you must compile a playlist. This can be done using the MPEG Playlist dialog box shown in Figure 3-2.

To display the MPEG Playlist dialog box:

1. Choose the Playlist button.

This dialog box allows you to do the following:

- Preview tracks before you add them to the playlist
- Add tracks to the playlist
- Remove tracks from the playlist
- Rearrange the tracks in the playlist
- Give a title to your playlist

You can preview, add, and remove multiple tracks at a time using the standard Windows convention of pressing <Ctrl> or <Shift> while you select the tracks with your mouse. Refer to your Windows documentation for more information.

When you have compiled the playlist, choose Done. If you want to cancel all changes, choose Cancel.

Previewing Tracks

To preview tracks:

1. Select the tracks from the Playlist or Files list box.
2. Choose Play.

The MP400WIN window appears and the first track in the selection starts playing.



You can also preview a track by double-clicking the track in the list box.

Adding Tracks to the Playlist

To add tracks to the playlist:

1. Select the tracks from the Files list box.
2. Choose Add to add the selected tracks to the Playlist list box.



If you want to add all the titles in the Files list box to the Playlist list box, choose Add All.

Removing Tracks from the Playlist

To remove tracks from the playlist:

1. Select the tracks you want to remove in the Playlist list box.
2. Choose Remove to remove the selected tracks.



If you want to remove all tracks in the Playlist list box, choose Clear.

Rearranging Tracks in the Playlist

If you are not in shuffle mode, you can rearrange the tracks in the playlist in the order you like using the right mouse button. Shuffle is the play mode where tracks are randomly arranged in the playlist.

To rearrange a track in the playlist:

1. With your right mouse button, drag the desired track to its new position in the Playlist list box and release the mouse button. The track moves to that position in the Playlist list box.



If you are in shuffle mode, rearranging the order will not affect the playing order of the tracks.

Naming the Playlist

Once you have compiled your playlist, you can give it a title.

To give your playlist a title:

1. Select the Collection text box.
2. Type your desired name and press <Enter>.

Playing Tracks

Once you have compiled a playlist, you can start playing its selection of tracks. If you have compiled several playlists, you can change the active playlist by using the MPEG Playlist dialog box.

To change the active playlist:

1. Choose the Playlist button.
The MPEG Playlist dialog box similar to Figure 3-2 appears.
2. Select a playlist from the Collection drop-down list box.
3. Choose Done.



Whenever you start the player, the default active playlist is the one that was loaded when you last used the MP400 Player.

When you have an active playlist, you can use the Playback Control or Fast Track Selector buttons to play the tracks in the playlist.

If you want to play a track from a certain position, you can use the Track Position Control to change the track's playing position.

To start playing a track from a certain position:

1. Drag the highlighted portion of the Track Position Control to the position you want and release the mouse button.
2. If your player is not playing a track, choose the play button from the Playback Control buttons to start the track from the position you have chosen.

If your player is already playing a track, it will immediately play from the position you have chosen.

You can also change the track's playing position by using quick forward or quick rewind from the Playback Control buttons.

Adjusting the Volume

You can adjust the volume of the playing track using the Graphic Volume Control.

To adjust the volume:

1. Drag the highlighted portion of the Graphic Volume Control to the volume level you want and release the mouse button.

If you want to adjust the left and right channels of volume individually, use the Left Volume and Right Volume controls in the Picture Adjustment display.

Aligning Displayed Image

The image displayed in the MP400WIN window may sometimes have traces of magenta around it. This is due to incorrect video alignment settings.

The image displayed may also be misaligned with the MP400WIN window. This is due to incorrect display alignment settings and results in black borders around the displayed image.

You can use the alignment controls in the Picture Adjustment display to rectify the above misalignments.



To get better response in the displayed image when using the Picture Adjustment controls, pause the playing track.

To perform video alignment:

1. Use the Video Alignment controls as follows:
 - Drag the highlighted portion of the Horizontal Video Alignment control upward to remove magenta traces right of the displayed image and downward to remove magenta traces left of the image.
 - Drag the highlighted portion of the Vertical Video Alignment control upward to remove magenta traces below the displayed image and downward to remove magenta traces above the image.



If a small trace of magenta is still present, use the ColorKey Correction control to remove it.

To perform display alignment:

1. Use the Display Alignment controls as follows:
 - Drag the highlighted portion of the Horizontal Display Alignment control upward to remove the black border left of the displayed image and downward to remove the black border right of the image.
 - Drag the highlighted portion of the Vertical Display Alignment control upward to remove the black border above the displayed image and downward to remove the black border below the image.

Adjusting Picture Quality

You can use the Contrast, Brightness, Saturation, and Hue controls in the Picture Adjustment display to adjust the picture quality of the displayed image in the MP400WIN window.



To get better response in the displayed image when using the Picture Adjustment controls, pause the playing track.

To adjust picture quality:

1. Use the controls as follows:
 - Drag the highlighted portion of the Contrast control upward to increase and downward to decrease the black and white difference in the image.
 - Drag the highlighted portion of the Brightness control upward to increase and downward to decrease the amount of white light in the image.
 - Drag the highlighted portion of the Saturation control upward to increase and downward to decrease the richness of the colors in the image.
 - Drag the highlighted portion of the Hue control upward to increase the amount of red and downward to increase the amount of green in the image.

Using the Hot Keys

Several hot keys are available for you to use the MP400 Player. These hot keys are:

<A>	Pause the playing track.
	Select or play the previous track.
<Ctrl+D>	Switch Player Display.
<F>	Select or play the next track.
<F1>	Display on-line help.
<G>	Give you control of the Track Position Control.
<H>	Enable or disable Shuffle Mode Selector.
<I>	Enable or disable Introduction Mode Selector.
<K>	Rewind the selected or playing track.
<L>	Invoke the MPEG Playlist dialog box.
<M>	Enable or disable Repeat Mode Selector.
<N>	Minimize MP400 Player to an icon.
<O>	Quit MP400 Player.
<P>	Play the selected track.
<S>	Stop the playing track.
<Spacebar>	Repeat last command.
<T>	Enable or disable Two-digit Track Selector.
<W>	Fast-forward the selected or playing track.
<0> to <9>	Fast select a track.

Using DOS MP400 Player

You can use DOS MP400 Player to play MPEG movie files (.MPG) and movies in the following CD-ROM formats in the DOS environment: VIDEO CD, KARAOKE CD, and CD-I formats.

This chapter shows you how to use the DOS MP400 Player and is organized as follows:

- Starting MP400 Player
- Knowing MP400 Player
- Playing Titles
- Adjusting Volume
- Aligning Displayed Image
- Adjusting Picture Quality
- Saving Changes
- Closing a Title

Starting MP400 Player



If you wish to use your mouse to control the MP400 Player, load the mouse software before starting the MP400 Player.

To start MP400 Player:

1. Change to the directory containing your video card's software.
2. Type **MP400DRV** and press <Enter> to load the TSR (Terminate-and-Stay Resident) driver for the MP400 Player. (Type **MP400DRV /?** to find out more about this TSR's command line options.)
3. Type **MP400DOS** and press <Enter> to run the MP400 Player application.

The MP400 Player similar to Figure 4-1 appears.



Figure 4-1: The MP400 Player.

Knowing MP400 Player

The MP400 Player consists of the following features:

- Menu Bar
- Playback Control Buttons
- Play Position Control
- Status Bar

Menu Bar

The menu bar contains commands to control your MP400 Player. The menus are:

- File
- Player
- View
- Options
- Configure
- About



If you are using your keyboard with MP400 Player, press <F10> to access the menu bar and the arrow keys to move within it.

File Menu



Figure 4-2: The File menu.

The File menu has commands that allow you to perform file operations and to quit the MP400 Player. The commands in the menu are:

- | | |
|-------|--|
| Open | Allow you to select a file or title to play. |
| Close | Allow you to deselect a file. |
| Exit | Quit MP400 Player. |

Player Menu



Figure 4-3: The Player menu.

The Player menu contains playback commands for the selected title. These commands are:

- | | |
|------------|---|
| Play | Play the selected title at normal speed. |
| Stop | Stop the playing title. |
| Pause | Pause the playing title. |
| Prev Track | Jump to the previous track of a Karaoke CD. |
| Rewind | Move backward the playing title. |
| Forward | Move forward the playing title. |

Next Track	Jump to the next track of a Karaoke CD.
Slow Motion	Play the selected title in slow motion.
Single Step	Play the selected title frame by frame.

View Menu

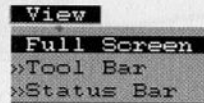


Figure 4-4: The View menu.

Full Screen	Enable or disable full screen display of image.
Tool Bar	Enable or disable the Tool bar.
Status Bar	Enable or disable the Status bar.

Options Menu

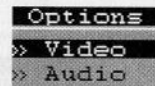


Figure 4-5: The Options menu.

Video	Enable or disable video display of title.
Audio	Enable or disable audio playback of title.

Configure Menu

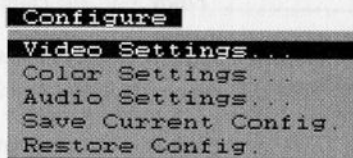


Figure 4-6: The Configure menu.

Video Settings	Display the Video Settings box.
Color Settings	Display the Color Settings box.
Audio Settings	Display the Audio Settings box.

Save Current Config.	Save the changes you have made to video and color settings.
Restore Config.	Change the current settings to those that were last saved.

About Menu

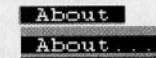


Figure 4-7: The About menu.

About	Display development credits and copyright information.
-------	--

Playback Control Buttons

The Playback Control buttons control the playback and selection of a title. They are described below in Figure 4-8.

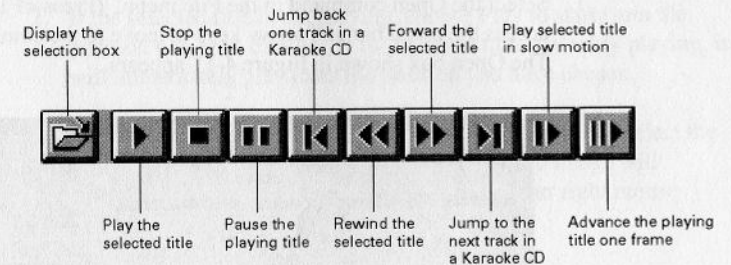


Figure 4-8: The Playback Control buttons.

Play Position Control

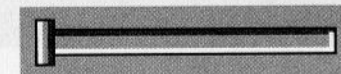


Figure 4-9: The Play Position Control.

The Play Position Control indicates the percentage of the selected title that has played. It also allows you to control the position of play.

Status Bar

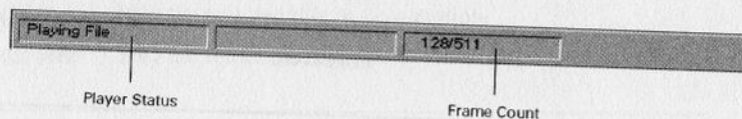


Figure 4-10: The Status Bar.

The Status Bar contains information about the player. It contains a box that shows the status of the player and the number of frames played over the total number of frames in the selected title.

Playing Titles

Before you can play a title, you must select it.

To select a title:

1. Select the Open command in the File menu. (Press <F10> to access the menu bar and arrow keys to move to the command.) The Open box shown in Figure 4-11 appears.

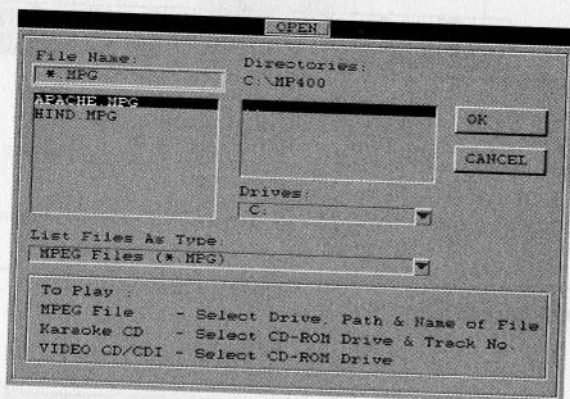


Figure 4-11: The Open box.

2. Select the drive and/or path of your desired title using the Drive and Directories list boxes.
3. Select your title using the File Name list box.
4. Choose OK.

The title you selected begins playing immediately. Both audio and video playback are enabled. If you wish to disable one of them, select the Audio or Video command in the Options menu. Select the same command to enable that playback again.

Once you have selected a title, you can use the Playback Control buttons or the commands in the Player menu to control the playback of the title.

If you do not want to play the selected title from the beginning, you can use the Play Position Control to specify the position to start playing.

To start playing a title from a certain position:

1. Drag the thumb in the Play Position Control to the position you want and release the mouse button.
2. If the selected title is not playing, choose Play to start from the position you have chosen. If the selected title is already playing, it will immediately play from the position you have chosen.

If you want to increase the size of the displayed image, you can select the Full Screen command in the View menu. The displayed image will enlarge to occupy the entire screen. Press <Esc> or your right mouse button to reduce the displayed image to its original size.

You can also hide the tool and status bars. Select the Tool Bar or Status Bar commands in the View menu to do so. Select the same command again to bring the respective bar back.

Adjusting Volume

You can adjust the volume of your playing title.

To adjust volume:

1. Select the Audio Settings command in the Configure menu.
The Audio Settings box in Figure 4-12 appears.



Figure 4-12: The Audio Settings box.

2. Adjust the slider thumbs in the Left and Right slide bars as follows:
 - Move the Left or Right slider thumb upward to increase the volume of the left or right channel respectively.
 - Move the Left or Right slider thumb downward to decrease the volume of the left or right channel respectively.

Aligning Displayed Image

The image displayed by the MP400 Player may sometimes have traces of magenta around it. This is due to incorrect video alignment settings.

The image displayed may also have black borders around it. This is due to incorrect display alignment settings.

You can use the alignment controls in the Video Settings box to rectify the above misalignments.

To display the Video Settings box:

1. Select the Video Settings command in the Configure menu.
The Video Settings box similar to the one in Figure 4-13 appears.

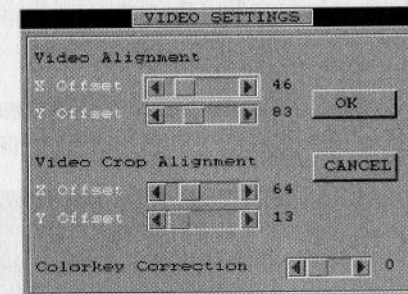


Figure 4-13: The Video Settings box.



To get better response in the displayed image when using the alignment controls, pause your playing title.

To perform video alignment:

1. Use the Video Alignment controls as follows:
 - Drag the slider thumb of the X Offset Video Alignment control to the right to remove magenta traces right of the displayed image and to the left to remove magenta traces left of the image.
 - Drag the slider thumb of the Y Offset Video Alignment control to the right to remove magenta traces below the displayed image and to the left to remove magenta traces above the image.



If a small trace of magenta is still present, use the ColorKey Correction control to remove it.

To perform display alignment:

1. Use the Video Crop Alignment controls as follows:
 - Drag the slider thumb of the X Offset Video Crop Alignment control to the right to remove the black border left of the displayed image and to the left to remove the black border right of the image.
 - Drag the slider thumb of the Y Offset Video Crop Alignment control to the right to remove the black border above the displayed image and to the left to remove the black border below the image.

Adjusting Picture Quality

You can use the Contrast, Brightness, Saturation, and Hue controls in the Color Settings box to adjust the picture quality of the displayed image.

To display the Color Settings box:

1. Select the Color Settings command in the Configure menu.
The Color Settings box in Figure 4-14 appears.

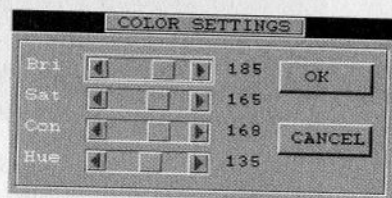


Figure 4-14: The Color Settings box.



To get better response in the displayed image when using the Color Settings controls, pause the playing track.

To adjust picture quality:

1. Use the controls as follows:
 - Drag the Bri slider thumb to the right to increase and to the left to decrease the brightness (amount of white light) of the image.
 - Drag the Sat slider thumb to the right to increase and to the left to decrease the saturation (richness of the colors) of the image.
 - Drag the Con slider thumb to the right to increase and to the left to decrease the contrast (difference between black and white) of the image.
 - Drag the Hue slider thumb to the right to increase the amount of red and to the left to increase the amount of green in the image.

Saving Changes

You can keep or save the changes you made to your MP400 Player. Doing so will enable the changes to be effective the next time you start MP400 Player.

To save the changes:

1. Select the Save Current Config command in the Configure menu.

If you have made changes but do not wish to keep them, select the Restore Config command in the Configure menu to obtain the settings that were last saved.

Closing a Title

If the title you selected does not play or appear correctly, you need to close it. Closing the title deselect the title.

To close the current title:

1. Select the Close command in the File menu.



General Specifications

Video Playback

- MPEG 1
- VIDEO CD, CD-I, KARAOKE CD compact discs

Windowing and Overlaying

- Window positioning and sizing on single pixel boundaries
- Graphics overlay via graphics color keying (256 keys)
- Chroma key in YUV space

Video Playback

- MPEG 1 stream decoding
- VGA resolution up to 1024 X 768 non-interlaced

Audio Playback

- Two channel stereo

I/O Addressing

- Jumper selectable base I/O address, interrupt, and DMA channel

Jacks

- One speaker (2W + 2W) output phono jack
- One audio line-out phono jack for audio card audio mixing

Connectors

- Two DB-15 connectors
- One VESA compliant VGA Feature connector

B

Changing Hardware Settings

This appendix shows you how to change the configuration of the jumpers on your video card. It provides you with instructions on how to remove and place the plastic jumper blocks that help define jumper configurations.

The appendix is sectioned into the following:

- Changing Jumper Configuration
- Changing Base I/O Address Jumper
- Changing IRQ Jumper
- Changing DMA Channel Jumper

Changing Jumper Configuration

Each jumper on your video card can be configured to different settings by changing the locations of the jumper blocks on it. Before changing the configuration of a jumper, you should identify the current and the proposed new setting. You can then proceed to change the location of the jumper blocks.

To change the location of jumper blocks:

1. Switch off your computer and all other peripheral devices.
2. Remove the system's cover and your video card from the system.
3. Using Figures B-3, B-4, or B-5, identify the jumper(s) to place block(s) on for your desired base I/O address, IRQ, or DMA channel setting.

- Remove the jumper block(s) from the jumper(s) that do not need the block(s) as shown in Figure B-1.

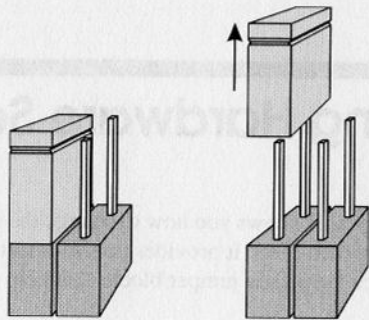


Figure B-1: Removing jumper block.

- Place the jumper block(s) as shown in Figure B-2.

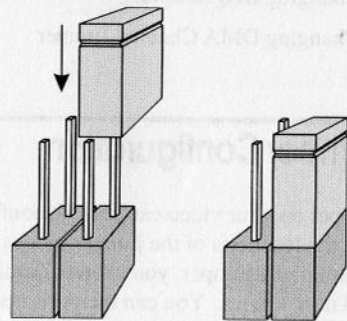


Figure B-2: Placing a jumper block.

- Install your video card in the system.
Refer to Chapter 2 for installation instructions.
- Switch the system on.

Changing Base I/O Address Jumper



Do not change the default base I/O address of your video card unless absolutely necessary, such as in the case where there is a hardware conflict with another peripheral device.

The factory default base I/O address is 2COH. This is represented on your video card by a unique configuration of jumper blocks on jumper JP1. By rearranging the jumper blocks on JP1, you can obtain other base I/O addresses for your video card. Other base I/O addresses available are 240H, 280H, 300H, 340H, and 380H. Their corresponding locations of jumper blocks as well as the factory default's are shown in Figure B-3.



When you select a base I/O address, ensure that no other peripheral device is using that address. Otherwise, a hardware conflict will occur between your video card and that device.

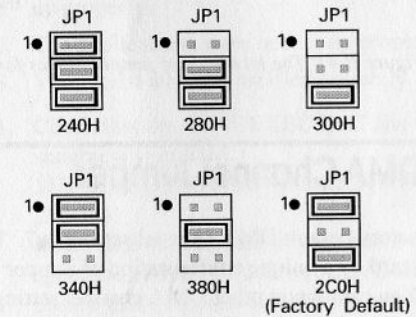


Figure B-3: The configuration of jumper JP1 for available base I/O addresses.

If a hardware conflict occurs again, select another base I/O address for your video card.

Changing IRQ Jumper

The factory default IRQ (hardware interrupt) setting is 15. This is represented on your video card by a unique configuration of jumper blocks on jumper JP5. You can obtain other IRQ settings for the video card by rearranging the jumper blocks on JP5. Other IRQ lines available are 5, 10, 11, and 12. Figure B-4 shows the locations of jumper blocks on JP5 for these IRQ settings together with the factory default's.

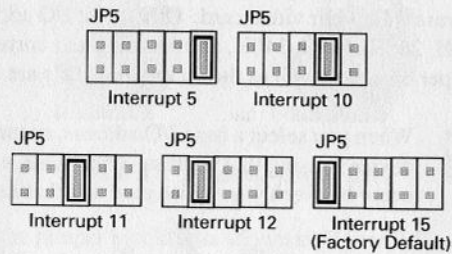


Figure B-4: The locations of jumper blocks for the available IRQ lines.

Changing DMA Channel Jumper

The factory default DMA channel setting is 7. This is represented on your video card by a unique configuration of jumper blocks on jumpers JP3 and JP4. You can obtain other DMA channel settings for the video card by rearranging the jumper blocks on JP3 and JP4. Other DMA channels available are 5 and 6. Figure B-5 shows the locations of jumper blocks on JP3 and JP4 for these DMA channel settings together with the factory default's.

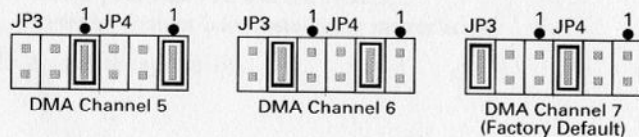


Figure B-5: The jumper configurations for the DMA channels available.

C

Troubleshooting

This appendix provides you with the causes of and solutions for some common problems you might face. You can also read the MP400CQA.TXT file for more troubleshooting information. Refer to page viii on how to do that.

Problem	Error in opening MCI Driver.
Causes	<ol style="list-style-type: none">1. VIDEOBLST_MP400 environment string was not set up properly.2. The applications were not set up properly.3. Video card was not installed correctly.
Solutions	<ol style="list-style-type: none">1. Check that the AUTOEXEC.BAT file contains a statement similar to: SET VIDEOBLST_MP400=C:\VBMP400 A:2C0 I:15 D:7 T:4 Make sure that the path of your video card's software is specified correctly if it is not C:\VBMP400. Also, ensure that the parameter settings reflect those of your card's. If any of the entries are missing, you need to run MP400SET.EXE (see Chapter 2).2. Run WINSETUP.EXE.3. Refer to Chapter 2 to install the video card.
Problem	No video image.
Causes	<ol style="list-style-type: none">1. VGA Feature Connector cable or VGA Loopback cable is not connected to the video card.2. Software was not set up properly.3. CD-ROM drive not functioning properly.
Solutions	<ol style="list-style-type: none">1. Refer Chapter 2 for the correct connections.2. Refer to Chapter 2 to reinstall the software.3. Refer to your CD-ROM drive manual for troubleshooting.

Problem Displayed image has magenta or black border.
Cause Image is not aligned with the VGA monitor.
Solution Refer to the section "Aligning Displayed Image" in Chapter 3 or 4.

Problem Flickering of VGA screen.
Cause

1. Some connections are not secure.
2. Screen resolution is not supported.

Solution

1. Ensure that the VGA Feature Connector and VGA Loopback cables are secure.
2. Ensure that the maximum resolution of your VGA color mode is set to 800 x 600.

Problem Flickering of displayed image.
Cause

1. Some connections are not secure.
2. CD-ROM drive may not be functioning.

Solution

1. Ensure that the VGA Feature Connector and VGA Loopback cables are secure.
2. Ensure that your CD-ROM drive or CD are in good condition, e.g. no scratches on CD surface.

D

Technical Support

We are committed to giving you the best product as well as the best technical support. When you contact us, please have the following information ready:

- Hardware configuration information such as the base I/O address and IRQ used.
- Error message on the screen and how it came about.
- Information on the adapter card that conflicts with your card.

This section shows where you can contact us:

- Inside U.S.A., Canada and South America
- Inside Europe
- Inside Asia
- Through Compuserve

Inside U.S.A., Canada and South America

CREATIVE LABS, INC. Technical Support

1523 Cimarron Plaza
Stillwater, OK 74075
U.S.A.

Tel : (405) 742 6622
Fax : (405) 742 6633
BBS : (405) 742 6660

Operating Hours (U.S.A. Central Time)
Mon-Sun : 8:00 am-12:00 am (16 hours)
Public Holidays : Closed

Inside Europe

CREATIVE LABS (IRELAND) LTD. Technical Support

Blanchardstown Industrial Park
Blanchardstown
Dublin 15
Ireland

Ireland Tel : (353) 1-820-7555
 Fax : (353) 1-820-5052

France Tel : (33) 1.39.20.04.21

UK Tel : (44) 734-344744
 BBS : (44) 743-360287

Germany Tel : (49) 2131-102838
 BBS : (49) 2131-919820

Note: Inside Europe, please direct all faxes to Ireland.

Inside Asia

CREATIVE TECHNOLOGY LTD. Technical Support

67 Ayer Rajah Crescent
#03-18
Singapore 0513

Tel : (65) 870 0433
Fax : (65) 773 0353
BBS : (65) 776 2423

Operating Hours (Singapore Time)

Mon-Fri : 9:00 am-6:00 pm
Sat : 9:00 am-1:00 pm
Sun & Public Holidays : Closed

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- You will be part of an interactive community of Creative's product users. Here you can share experiences and ideas and also seek solutions to problems.
- We will also keep you up-to-date on the latest product information, software updates, and fixes to common problems.
- We will also welcome your recommendations and suggestions for new products and for improving our products in future releases.

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To receive this special offer:

- Call 1-800-524-3388 and
Ask for Representative #228.

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Errata

This Errata amends your Video Blaster MP400 User's Guide in the following areas:

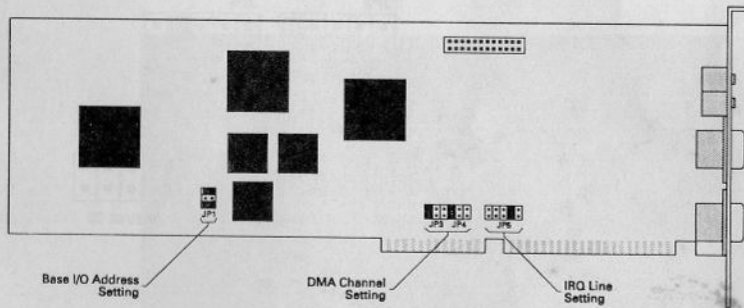
- Factory Default IRQ
- Base I/O Address Jumper Diagram
- MP400TST.EXE Pass Thru Audio Test
- Windows MP400 Player Image Capture

Factory Default IRQ

Factory default IRQ setting at 15 has been changed to 10. This change affects the following:

In Chapter 1,

- Figure 1-7 should be:



- In the "Interrupt Jumper Setting" section:
 - "5, 10, 11, 12, and 15 (factory default)" should be "5, 10 (factory default), 11, 12, and 15".
 - "interrupt 15" should be "interrupt 10".
- Figure 1-9 should be:

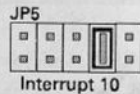


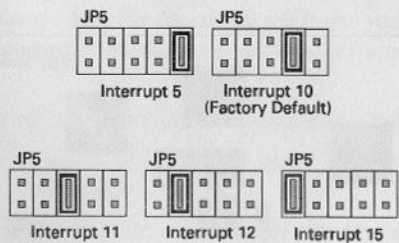
Figure 1-9: Interrupt factory default setting 10.

In Chapter 2,

- In the "Checking Jumper Settings" section:
 - "IRQ15 (hardware interrupt)" should be "IRQ10 (hardware interrupt)".
- In the "Running INSTALL.EXE" section:
 - "SET VIDEOBLST_MP400=C:\VBMP400 A:2C0I:15 D:7 T:4" should be "SET VIDEOBLST_MP400=C:\VBMP400 A:2C0I:10 D:7 T:4".
- In the "Changing Environment Settings" section, second paragraph:
 - "default IRQ is 15" should be "default IRQ is 10".

In Appendix B,

- In the "Changing IRQ Jumper" section:
 - "IRQ (hardware interrupt) setting is 15" should be "IRQ (hardware interrupt) setting is 10".
 - "5, 10, 11, and 12" should be "5, 11, 12, and 15".
- Figure B-4 should be:

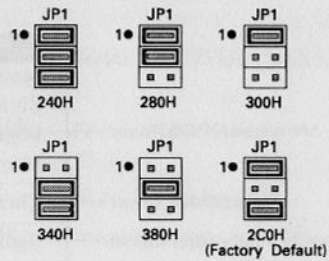


In Appendix C,

- In Solution 1 of the first problem:
 - "SET VIDEOBLST_MP400=C:\VBMP400 A:2C0I:15 D:7 T:4" should be "SET VIDEOBLST_MP400=C:\VBMP400 A:2C0I:10 D:7 T:4".

Base I/O Address Jumper Diagram

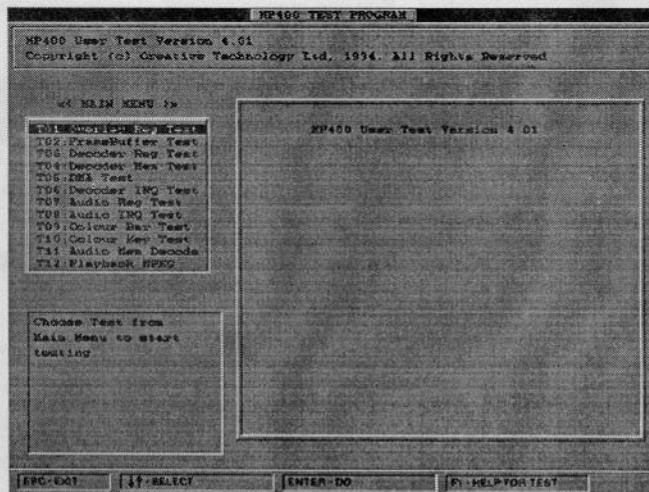
In Appendix B, Figure B-3 should be:



MP400TST.EXE Pass Thru Audio Test

In Chapter 2, "T11: Pass Thru Audio" in the MP400 Test Program menu has been taken out.

Figure 2-15 should be:



In the "The Video Blaster MP400 Test Menu" section:
– "thirteen tests" should be "twelve tests".

Windows MP400 Player Image Capture

A feature to capture the current frame being displayed in the MP400WIN window has been added. Because of this addition, Figure 3-8 should be:

	R estore	
	M <u>o</u> ve	
	S <u>i</u> ze	
Minimizes MP400 Player	M inimize	
	M <u>a</u> ximize	
Quits MP400 Player	C lose	Alt+F4
Switches to another application	S witch To...	Ctrl+Esc
Captures an image	S ave...	
Saves Player Settings when quitting	<input checked="" type="checkbox"/> S ave Settings on Exit	
Displays on-line help	H elp on MP400Win...	
Displays copyright and credits	A bout MP400Win...	

To use this feature,

1. Begin playing the track or file containing the frame you wish to capture. You can play in normal, slow motion, or frame-by-frame mode.
2. When your desired frame appears, choose the Pause button.
3. Select the Save command in the Control menu.
The Save dialog box appears.
4. Enter the name and format of the file you wish to save the captured image in.
5. Choose Options to select the settings of the file format.
6. Choose OK.